THE ULTIMATE DRAGON WARRIORS ZINE

CASKET OF FAYS

ISSUE ONE

Jeff Zander (Order #39813418)

What is the Casket of Fays? Well, it's one of the original magical items found in Dragon Warriors and if you want more info on that you can find it on page 170 of the Dragon Warriors Rulebook from Serpent King Games.

Here, it's a quarterly zine that showcases new material for the Dragon Warriors RPG, and shares the material that fans have created in the years since this game first came out.

In this issue, we've got a mixed bag of content, which takes you from the boggy, dank, marshes where the Fyrd Trull lurks, to the exotic Thousand Islands (subject of a forthcoming release from our friends at '[Ambula in Fabulam](#)'), stopping off at the once bright realm of Chaubrette.

Not to mention a spell, a rather nasty magical item and a new profession, the Light Elementalist.

This is from our versions of Legend - so take any canonicity with a large pinch of salt. We all play in our own worlds, but it's good to share our toys between them.

If you want to contribute to the zine, visit us at Discord or contact us here – [www.redruin.org](#)

We're sure that you'll enjoy. See you next issue.

Simon Barns – Editor

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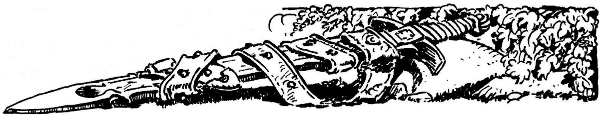

Jeff Zander (Order #39813418)

Contents

Mere-Trolls 4

Welcome to the Thousand Islands 6

A Spell and a Nasty Magical Item 9

Weapons of the Thousand Islands 10

Chaubrette: The Barony of Séverac 12

Bödvar Bjorn 15

The Light Elementalist 16

The Tatzelwurm 19

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Jeff Zander (Order #39813418)

Mere-Trolls

Wayne Imlach

Mere-trolls are malevolent, humanoid creatures typically found in Mercania (where they are known as “fyrd-trulls”), Krarth and the Gnawing Wastes.

Tall and gaunt, they are easily mistaken for a man if glimpsed from afar. On closer inspection the illusion is broken - dark, reptilian skin glistens over sinewy muscles, while a cruel, fang-filled maw dominates a bestial face. Yellow bloodshot eyes with slit-like pupils complete the monstrous visage.

Mere-trolls hunt near water and typically dig their lairs into the soft wet earth along the banks of a river or lake. They can remain submerged in the water for hours, with the only evidence of their presence being the top of their heads and their slitted yellow eyes peering unblinking from between slimy tangled roots. They are most active during the hours of darkness or within the dim confines of a lair, as sunlight dries and cracks their miry skin and burns their sensitive eyes, all but blinding them.

The blood of the mere-troll compels all who are unfortunate enough to imbibe it to become subservient to the creature (Magical Attack 24). Fortunately most are too savage to make use of this power, preferring to slay and consume those that fall under their thrall. This enchantment can be removed with a ‘Dispel Magic’ cast with at least 9 Magic Points.

All mere-trolls are ostensibly male - the female equivalent is a much rarer and altogether more dangerous creature known as a ‘mere-hag’ (roughly translated from the Mercanian ‘fyrd-voor’). Mere-hags are larger and more dangerous, covered as they are with an even tougher hide and possessing a wicked cunning.

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Mere-troll (Mere-hag values after the oblique)

Attack 20/22
Defence 12
Magical Defence 18/20
Evasion 4
Stealth 14
Perception 9 (Darksight)
Health Points 1d6+16 / 1d6+20
*Talons d6+2, 5**
Armour Factor 3/4
Movement 10m (20m)
Rank Equivalent 6th / 8th

*Great strength imparts a +2 modifier to the armour bypass and damage of the mere-troll (included here).

In sunlight, the creature is weakened considerably and suffers a -4 penalty to Attack and Defence, as well as inflicting only d6, 3 damage.

Instead of attacking with her claws, a mere-hag can spew a gout of blood on a target, losing 2 Health Points in the process. Victims must roll equal to or under their Reflexes on D20 to avoid swallowing the noxious liquid. Those that fail must resist a Magical Attack of 24 or fall under the hag's thrall.

Mere-hags spend a great deal of time in the water, and their lairs are often found among submerged caves at the bottom of lakes or deep rivers. Large treasure hoards can accumulate over the years, scavenged from the bodies of their victims. They are somewhat more intelligent than mere-trolls, and will not hesitate to use weapons in place of their claws.

Unlike the oft dim-witted males, a mere-hag will likely have several other large aquatic creatures as guardians, both natural and magical in origin - water leapers, mere-gaunts and even wyverns might be found guarding her territory.

Jeff Zander (Order #39813418)

Welcome to the Thousand Islands

Damian May

Extract from the Journal of Damprong Kak of Batuban, Captain of the junk Śakra.

Seven days later, after altogether 21 days of sailing, we arrived in Garuda. The anchorage was on the west. I put down a small boat and I and the steersman boarded it. Some crew members rowed us ashore. On shore, I and the steersman looked for a trade store. We came to the store of Captain Pantam. Captain Pantam asked me where we were from. I told him that the junk was from Krung Mar. Captain Pantam was pleased. In the evening, the Captain fed me and the steersman some rice and let me stay overnight at the store.

On the third day of the waning moon of the Fourth Month of the Year of the Dragon, in the morning, Captain Pantam brought two boats to tow my junk to an anchorage in front of the store. That evening, at around midnight, there was a big storm. Coconut trees, betel nut trees and many other big trees were snapped. Four anchors were let down to hold the junk against the wind.

At three o'clock the storm died down. The next day, the fourth day of the waning moon of the Fourth Month, I prepared four sets of presents and loaded them in a boat. We rowed for 320 cubits and landed at the anchorage by the Captain's store.

I gave the Captain eight gifts; dried longan, dried plums, Khitan tangerines, Khitan truffles, pickled garlic, tea leaves, fish and rice-sticks. The house of the Captain was made of brick and plaster and roofed with tiles. There were five Khitans and fifteen Garudans in the house of the Captain. There was a market there, where satin, white cloth, umbrellas, bowls, dishes, vegetables, fish, bananas, oranges and food were sold. There were many people, but only males; from dawn to dusk they numbered from 40 to 60 men at a time.

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I asked the Captain to take me to the deputy ruler; I wanted to give him eight gifts. I went out of the house of the Captain and walked along a wide path.

Then there was a flat path for 400 cubits and then another terraced area 5 cubits high. Before we reached the house of the deputy ruler, we had passed twenty terraces. Along both sides of the path were houses with clay walls in front. The path was shaded by trees-jack-fruit, tamarind, ilang-ilang, coconut, banyan, and mango-planted on every terrace up to the house of the deputy ruler. Village houses were built of clay, the roofs of straw thatch.

There were rice fields behind the houses, but no walls. In the back of their houses they kept banteng and water buffalo.

When I had arrived at the home of the deputy ruler, I carried the gifts up to the house. The deputy ruler asked the Captain where I was from. The Captain said that Svasvari of Krung Mar, the financial backer of the junk, had appointed me master of the junk to come and trade in Garuda. The deputy ruler asked me what kinds of goods I wanted from Garuda. I told him that I wished to buy large, valuable diamonds, rubies and emeralds to present to the Lord Buddha of Krung Mar. He told me that this island, called Tala, was still forest and had no diamonds or other precious gems, only rice, beans, sesame, coffee, tobacco, and fresh fruit-durian, mangosteens, langsat, rambutan. pomelo, sour oranges and others.

I saw that the house was surrounded by a clay wall, about 240 cubits long. Outside the wall, there were three pavilions. Each pavilion had square roofbeams about 9 cubits long. The beams were made of teak with four corner-struts. The doors had bamboo bolts and latches. All three were roofed with straw thatch. The one which was a guest house had no walls. built on an earth platform.

There were two long low tables, each placed in a corner. I saw about 40 bows on a rack and about 40 spears, placed on the roofbeams. The master sat on one low table; he wore a checked silk cloth wrapped around his

Jeff Zander (Order #39813418)

waist. His hair was cut short and he was about 40 years old. He was seated on a red pillow placed on a bamboo mat. About 30 attendants, male and female servants, sat on the floor - the same level as I. There were about eleven to twelve young girls sitting beside the low tables. One group wore silk cloth; some wore checked cotton cloth. Around the upper part of their bodies, some wore different colored checked cloths, some wore cloth dyed with turmeric.

The male servants of the deputy ruler carried in an unpainted wooden table with legs carved like an elephant's feet. The table was covered with fresh banana leaves. In the middle was rice surrounded by seven banana-leaf cups; one cup contained barbecued pork, another salt, the next four fried dishes, pig's liver, pig's intestines, soybeans, and hot pepper and onion, another salt, and another cucumber. There were also two dishes of steamed rice.

I and the Captain ate with our hands similar to the custom in my homeland. All the men and women watched us as we ate. They talked in Garudan and smiled and laughed. When I finished, the deputy ruler asked me what would follow rice in Krung Mar. I said we had fresh fruit. So he ordered his men to bring me another table on which there were durian, mangosteens, oranges, custard-apples, and short bananas. There were betel nut and leaf in small silver containers inside a small brass box.

I was told I would be introduced to the ruler of the island once we had shared betel nut and talked some more.

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A Spell and a Nasty Magical Item

Lee Barklam

Moonthread (Sorcerer spell - level 2)

With the casting of this spell, the sorcerer spins the light of the moon into a single thin silvery strand as strong as heavy rope and with the feel of a silk ribbon. It can be spun to any length up to 20m and, once spun, may not be cut, although being touched by direct sunlight or magical weapons will instantly destroy the entire length.

If the moonlight from which the thread is woven is extinguished or blocked from view of the thread, a spell expiry check is made once per round. If a source of moonlight is restored, the check once again only applies every 10 minutes.

If there is a new moon, it is obscured by clouds or the sorcerer is underground, the light of a *Moonglow* spell will suffice for the casting of this spell.

Scarred Pearl

A heavily scarred large pearl set into the end of a short plain silver rod. Despite its unassuming construction, this amulet is considered very rare.

The character can use any sharp metal weapon to score a new mark on the pearl and then point this weapon at a target within 10m. The target must resist a Magical Attack of 25 or suffer 5 Health Points of damage and receive a permanent, prominent scar on his face that reduces his Looks score by 1.

Scarred Pearls have 2d6 charges when found. When all charges are expended, the pearl crumbles and the last person to activate it receives a permanent and prominent scar on his face that reduces his Looks score by 1 point (no Magical Defence roll applies).

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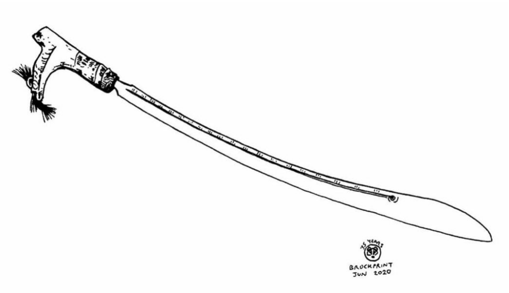
Weapons of the Thousand Islands

Damian May

The Mandau (d6,5)

This heavy chopping sword is a traditional weapon of the people of Kalimantan. Associated with head-hunting ceremonies, where warriors would assemble to attack other tribes and gather heads to be used in various rituals, the mandau is both a formidable weapon and a work of art.

The blade is made of tempered metals, often engraved with exotic vine-works, and inlaid with precious metals, such as gold, silver or brass. The hilt is usually made from animal horns, such as deer antlers, though some are made from human bone or scented wood.



Both hilt and scabbard are elaborately carved and decorated with plumes. Details of the carving vary from tribe to tribe, but most depict creatures or, where human bone is used, anthropomorphic deities.

The Karambit (d4,3) or (d8,3)

This curved knife is common to all the cultures of the Thousand Islands. Originally an agricultural tool (used for raking roots and gathering rice), the karambit has evolved into a weapon; the blade becoming increasingly curved to improve its cutting power.

It is believed the karambit owes its shape to common beliefs regarding the power of tigers and thus these knives are made to resemble the claw of a tiger.

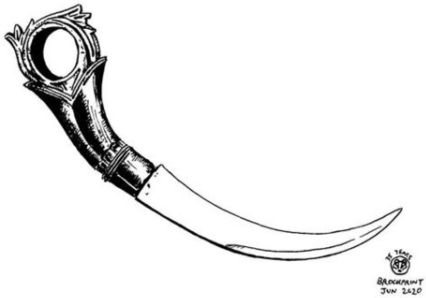
The karambit consists of a sharply curved, usually double-edged blade and often has a finger ring-guard at the end of the handle. In combat, the karambit is usually held in the fist with the blade down and pointing

Jeff Zander (Order #39813418)

forwards for hooking and slashing attacks. It can also be held with the blade up, allowing the finger ring-guard to be used to punch the foe. The karambit inflicts painful ripping wounds and is rightly feared.

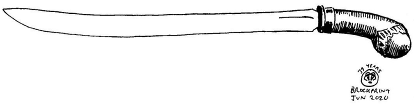
The length of blade of a karambit can vary in length. Small karambits act as (d4, 3) weapons, while larger karambits are (d8, 3).

The finger ring-guard of the karambit makes it a weapon difficult to disarm. A warrior using such a knife does not drop the karambit if a Knight uses a Disarm Technique against him: instead he takes 1d2 HP damage as his finger is cruelly wrenched.



The Golok (d8, 3)

A heavy-bladed cutting tool, similar to a machete. The shape of the blade makes a golok especially suitable for cutting bushes and branches, but it can readily be used as a weapon. In addition, goloks are usually made of better quality steel than machetes, making them better able to withstand the rigours of combat.



If you enjoyed the look at the Thousand Islands in this issue, consider checking out 'The Nomad Khanates' from the same writer, published by Ambula in Fabulam.

Jeff Zander (Order #39813418)

Chaubrette: The Barony of Séverac

Greg Dzi

The Barony of Séverac

The Barony of Séverac lies between the cities of Méore and Quadrille,at the tip of the peninsula by the Mergeld Sea, ruled by the Baron Enguerrand. At its heart is the city of Varnais, a busy thriving port that dominates the maritime trade passing through the Glaive and the Mergeld sea.

The Barony was once a land of verdant, bright, open plains, far removed from the dark moors of today - a grim place roamed by the ghosts of those slain in battle.

The remaining land consists of villages and hamlets scattered between Varnais and the border. Some are abandoned - the villagers perhaps departed for the city for the promise of a better life.

The Baron Enguerrand rules with the backing of the Merchant Guilds of Varnais. It's said that the king treats him with too much respect for what he is supposed to be: his vassal.

Varnais has a fleet of merchant vessels that can be found trading in nearly every sea as far north as Katorheim and south to Ibrahim. To ensure their security and that of the Barony, Enguerrand has as many warships at his disposal.

Jeff Zander (Order #39813418)

The City of Varnais

Varnais is a bustling city and port that has doubled its size and population in a few decades.

The port district is a third of the total size of the city, the rest being the fortress, the merchants, and common districts.

Many nobles prefer to live a decadent and easy courtier's life, full of debauchery and the occasional tourney, selling off their lands and possessions to fund their idle lifestyle.

The merchants have taken over the positions once held by the nobles in Varnais, or to say, taken the "burden" of managing their lands and wealth off their lazy hands.

There are still a few nobles who hark back to the old days when they ruled. Fewer still are the ones who openly oppose the rule of the merchants in Varnais.

Either you work for the guild in the city or you're part of them. Even though slavery is outlawed in Chaubrette the merchants have found a way to reinstate it with their harsh business laws: you work for us or you are cast out of Varnais into Le Chancre.

The Sleepless Port, as Varnais is called, is always crowded with sailors, merchants and dockers, breaking their backs for a few pennies.

Varnais is more accurately two ports. The Outsiders port is where foreign ships, and those not affiliated to a merchant guild, dock. The access to this port is easily removed and its destruction would leave the city still defensible. The Inner port is more secure. To enter, you have to pass a series of defensive towers, armed with ballistae and catapults. It is alleged that the Baron employs the services of Magicians and Selentine War Mages. As the heart of the city, if the Inner Port falls, the rest of the city will share its fate.

Jeff Zander (Order #39813418)

Le Chancre

Outside the city walls, there is a labyrinth of crude shacks and decrepit hovels, which to explore you have to trudge through a thick layer of mud and foulness.

This shanty town is called le Chancre (the Canker.) From a distance, it looks like an outgrowth of foul lesions, makeshift hovels stuck to the city's walls, growing outward.

Disease spreads amongst its population, trapped between the impregnable walls and the dark moors. It's been put to the torch in the past, but it grows back as newcomers arrive to the city attracted by the chance of a better life. The glamour disappears when they realize they can't go back to their former life and have to survive in this foul pit.

This situation is not without benefit for the industrious who don't bother with morality (and who does in these troubled times?). Galley captains find in le Chancre an endless source of oarsmen, and though most of them will fast wear out, they can always be replaced. These poor souls constitute a convenient levy in case of a land invasion.

The shanty town provides military defence as it slows down the enemy and can easily be burnt down.

It has been said that the only reason it exists to this day is because the Baron has a need for it.

There are mutterings in the dank huts of le Chancre that it should not be this way, and that there should be an uprising.

The Cobwebbed Forest

Resources for the Dragon Warriors RPG

www.cobwebbedforest.co.uk

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Bödvar Bjorn

Wayne Imlach

A great hero of the Mercanian sagas, Bödvar was a famed sea wolf, berserker and archer of unmatched ability. He spent several years in the company of Hraefgahl Stormrunner, before parting ways and settling along with his men in the north of Albion, in the area that would become the county of Gorburn.

He founded the settlement of Ydalir along the banks of the River Lea in the year 630, naming the village in honour of Ull, the Mercanian god of archery and hunting, who was said to reside in the 'Valley of the Yew'. Today the village is known as Yew Dale.

Bödvar returned to Mercania in 635 to aid King Hrogar, whose kingdom was beset by an evil mere-hag and her son. Along with his companions, he defeated the beasts, though King Hrogar was slain in the battle.

Bödvar returned to Ydalir in 638, accompanied by a mysterious companion known only as Yggsvrend, who never spoke and kept his face hidden. This strange fellow took up residence in the nearby woods, which Bödvar named 'Yggsvrend Forest' in his honour.

In the year 702,the dragon Nidhogg ravaged the lands surrounding Ydalir. Bödvar fought the great beast and struck it down, but not before the dragon took his life in return.

Bödvar is a 7th rank barbarian. He also has the 'Master Bowman' skill (*Dragon Warriors*, p.27), and adds +2 to Attack with a bow.

He wears a magical torc of bear claws around his neck - this allows him to shapeshift once per day into a giant bear. Use the Lycanthropy rules (*Bestiary*, p.67) to determine its abilities.

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The Light Elementalist

James Healey & Joshua Roach

Light Elementalists

Before the rise of the True Faith, there existed seven Elemental Paths, the traditional five as well as Light and Time. As the True Faith spread, Elementalists of Light made friends with these newcomers (particularly the Tamorians) and welcomed them, seeing how they shared common beliefs. Yet that trust would be misplaced.

In each of the countries of Albion, Chaubrette, Cornumbria, Ereworn, Glissom, Mercania and Thuland, a large Sun Orb, the source of their power, fed the Circles and Sacred Groves.

The harshest betrayal came when Crusaders stole the Sun Orb of Albion at the start of the war to aid them. Suddenly Priests of the True Faith began exhibiting powers of Light, granted to them by The Saviour, and the Elementalists of Light began to face a cull from the Church.

Seven Sun Orbs are known to exist, each bonded in Spirit to one of the Elements (including Light), though to this day the Albish Sun Orb (bonded to Light only) has not been recovered, and neither have the ones bonded to Darkness (Thuland) and Earth (Ereworn).

Jeff Zander (Order #39813418)

Spells

1. **Flare** – Creates a bright light in the sky that blinds all within 1 mile who don't avert their gaze (roll reflexes or less on 1d20) for one combat round (-4 Attack, -8 Defence). This light will also banish magical darkness.
   Geas – It may only be used outside and during the hours of darkness.

2. **Heal** – Upon touching the recipient the spell restores up to 5 Health Points. It will not increase Health Points above maximum.
   Geas – After ten uses of this spell, the caster's eyes will start to shimmer with the colour of gold.

3. **Sunbeam** – An intense ray of pure sunlight shoots forth from the casters hand toward a single target within 15m. It has a Speed of 14, and does 3d10 (less AF) damage.
   Geas – Can only be cast in daylight.

4. **Purge** – With a touch, the Elementalist may remove all poisons and disease from one being.
   Geas – The caster must rest for one full hour after casting this variant.

5. **Cure** – With a touch, the Elementalist restores all lost Health Points to one being.
   Geas - The Elementalist suffers 1 point of damage that must be healed naturally.

6. **Calm** – As the Warlock spell 'Pacify' (*Dragon Warriors*, p.112) but this stops all beings in a 15m Radius attacking one another.
   Geas – The caster cannot attack or retreat while this variant is in effect, but may defend as normal.

7. **Sun Spear** – Summons into the Elementalists hand a +3 magical spear (2d4+3, 7) that radiates light up to 20m. The spear cannot be

Jeff Zander (Order #39813418)

given to anyone else, and lasts until a spell expiry roll fails.
Geas – After the caster has summoned the spear three times a symbol of the Sun will appear upon their forehead.

8. **Open Gate** – Allows the caster to open an Astral Gate (*Dragon Warriors*, p. 86) between any Sacred Grove or Stone Circle. There is no maximum range.
   Geas – If used more than once per week, the spell causes the loss of 1d3 Health Points that can only be healed naturally (not by magic).

9. **Restoration** – Returns life to a deceased person (the body must be present). They are returned to full vitality, though with the permanent loss of one Health Point. The spirit of the Elementalist may also cast this spell on their own body from the afterlife.
   Geas – This may only be cast once a lunar month in either a Sacred Grove, Stone Circle or with a Sun Orb present. Each casting of the spell costs the Elementalist 1d3 Health Points permanently (in addition to the Health Point lost should they restore themselves!).

10. **Summon the Sun** – Instantly destroys all corporeal beings within 15m of the caster with an intense flash of heat directly from the heart of the Sun, leaving nothing behind but charred ash. Any physical objects that are not magical in nature are also destroyed. Beings just within the periphery of this area (14m to 15m) may make an Evasion roll against a Speed of 20 to throw themselves clear and avoid the devastating effect.
    Geas – This also kills the Caster, though his physical body remains untouched, spared the destruction wrought by the searing heat.

All Light Elementalist spells cost twice as many Magic Points to cast if the Elementalist does not have a Sun Orb.

Jeff Zander (Order #39813418)

The Tatzelwurm

Brock

The Tatzelwurm is a rare, serpent-like creature with the head and forelegs of a cat. It lives in the northern mountains of the Coradian mainland. Known as the Stollenwurm in the County of Braeburg, it has been sighted in the mountains of eastern Chaubrette, in the County of Braeburg and in the western reaches of the Drakken Peaks. Tatzelwurms grow to between 2.5m and 3m in length and it is these that can cause trouble for villagers, shepherds and the odd adventurer; smaller Tatzelwurms will avoid men if possible.

A stealthy predator, the Tatzelwurm lies in wait for its prey, darting forward quickly for surprise on a roll of 1-3 on 1d6. Its jaws contain poison that causes the victim to quickly fall unconscious and then die in 2d6 minutes. The creature also exhales its poison, spreading the venom in the air around it. The Tatzelwurm's movements and the wind in the area determines how quickly the poison builds up; anyone fighting it will suffer a Weak Poison attack after 2d4 combat rounds (rolled secretly by the GM).

The Tatzelwurm is not known to keep treasure, but occasionally one proves quite tough and may have the remains of adventurers in and around its lair.

Attack 18
Defence 6
Magical Defence 5
Evasion 6
Stealth 20
Perception 14 (Panoptical)

Health Points 1d6+12
Bite d6, 4 or Claws d8, 3
Armour Factor 1
Movement 12m (25m)
Rank Equivalent 5th

Number encountered: usually 1
Treasure: usually none (occasionally average)

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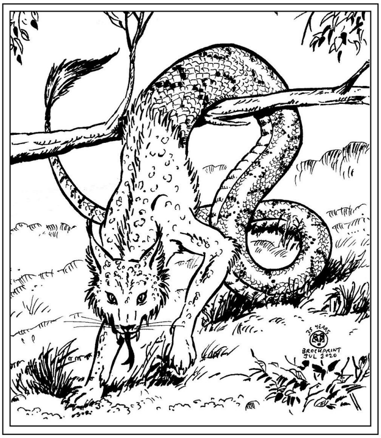

Online Resources

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Wimlach's Blog - wimlach.weebly.com/dragon-warriors.html
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Red Ruin

Casket of Fays has been brought to you by Red Ruin Publishing.

Edited by Simon Barns, with great assistance and greater patience by the writers and artists in this zine - and the help of the members of the Dragon Warriors Community.

Come and visit Discord to tell us what you liked and what you want to see in the Casket - or drop into the website and contact us.

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